Unit 1 Title: Decisions, Decisions, Decisions!

Lesson Title: To Give In or Not to Give In—That Is the Question! **Lesson** 2 of 3

Grade Level: 7

Length of Lesson: 50 minutes

Missouri Comprehensive School Counseling Big Idea:

SE.3: Applying personal safety skills and coping strategies.

Grade Level Expectation (GLE):

SE.3.A.07: Utilize effective problem-solving, decision-making, and refusal skills needed to make safe/healthy choices in social situations.

American School Counselor Association (ASCA) Mindsets and Behaviors:

Social/Emotional Development

Materials (include activity sheets and/ or supporting resources)

Steps to Effective Problem Solving handout

Steps to Effective Decision-Making handout

Role-Play Situations handout

Show Me Standards: Performance Goals (check one or more that apply)

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X	Goal 1: gather, analyze and apply information and ideas						
	1. Develop questions and ideas to initiate and refine research.						
	5. Comprehend and evaluate written, visual and oral presentations and works.						
	8. Organize data, information and ideas into useful forms (including charts, graphs,						
	outlines) for analysis or presentation						
	10. Apply acquired information, ideas and skills to different contexts as students,						
	workers, citizens and consumers.						
X	Goal 2: communicate effectively within and beyond the classroom						
	1. Plan and make written, oral and visual presentations for a variety of purposes and						
	audiences						
	3. Exchange information, questions and ideas while recognizing the perspectives of						
	others.						
X	Goal 3: recognize and solve problems						
	1. Identity problems and define their scope and elements						
	2. Develop and apply strategies based on ways others have prevented or solved						
	problems.						
	3. Develop and apply strategies based on one's own experience in preventing or						
	solving problems						
	4. Evaluate the processes used in recognizing and solving problems						
	5. Reason inductively from a set of specific facts and deductively from general						
	premises.						

	6. Examine problems and proposed solutions from multiple perspectives					
	7. Evaluate the extent to which a strategy addresses the problem					
	8. Assess costs, benefits and other consequences of proposed solutions					
X	Goal 4: make decisions and act as responsible members of society					
	1. Explain reasoning and identify information used to support decisions.					
	7. Identify and apply practices that preserve and enhance the safety and health of self					
	and others.					

This lesson supports the development of skills in the following academic content areas.

Academic Content Area(s)

Specific Skill(s)

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X	Communication Arts	Speaking and writing standard English	
		4. Writing formally and informally.	
		5. Comprehending and evaluating the content and artistic	
		aspects of oral and visual presentations	
	Mathematics		
X	Social Studies	1. Relationships of the individual and groups to	
		institutions and cultural traditions.	
	Science		
	Health/Physical Education		
	Fine Arts		

Enduring Life Skill(s)

X	Perseverance		Integrity	X	Problem Solving
X	Courage	X	Compassion	X	Tolerance
X	Respect		Goal Setting		

Lesson Measurable Learning Objectives:

The student will role play one situation in which he/she will need to say no. He/she will discuss how it felt to say no and write a brief reflection about the experience.

Lesson Formative Assessment (acceptable evidence):

Formative assessment relates to the summative assessment for unit (performance outcome for goals, objectives and GLE). Assessment can be question answer, performance activity, etc.

The lesson will be assessed by counselor observation of students' participation in class roleplaying activities. Students having difficulty will be provided small group follow-up and/or assertiveness training. The counselor will also review reflection pieces for understanding and provide follow-up for those students who may need it.

Lesson Preparation

Essential Questions: Why is it hard to say no?

Engagement (Hook): The facilitator poses the question, "Why is it so hard for adults and children alike to say NO?"

Procedures

Instructor Procedures/Instructional Strategies:

- 1. The instructor poses the above question which leads to a discussion. If necessary, the instructor can assist by asking, "If I say no to you, will you still like me?" Possible responses include the need to be loved and accepted, or the desire to avoid conflict or rejection.
- The instructor will then ask students when it might be very important to be able to say no or when one might want to say no, but not feel comfortable saying no. This discussion should lead into a discussion about peer pressure.
- 3. The instructor will advise students that the easiest way to feel comfortable saying no is to practice saying no in a variety of situations. Therefore, students are going to role-play situations in which people typically want to say "No," but may find it hard to because of peer pressure.
- 4. Students will be divided into pairs or small groups. Each group will be given the *Role-Play Situation* student handout. Students are also given the opportunity to create their own role-play situation.
- 5. The instructor will lead the discussion by asking students the following questions: a) How does it feel to be told "No?" b) What do you think of the person pressuring you? c) What do you believe he or she thinks about you? d) What do you think of the person who said "No?" Students will be encouraged to practice role-play situations at home with family or friends.
- 6. Students will be asked to write a reflection piece on their experience with the role-play.

Student Involvement/Instructional Activities:

1. Students respond to the above question.

- 2. Students will respond to the question and engage in the discussion.
- 3. Students listen intently.

- 4. Students will role-play the situations, either from the *Role-Play Situation* student handout or their own creation. Students will then reverse roles until each student has had the opportunity to practice saying "No."
- 5. Students participate in the discussion and role playing.

6. Students will write a reflection piece on their experience with the role-play.



STEPS TO EFFECTIVE PROBLEM SOLVING

- 1. Identify the problem.
- 2. Brainstorm possible solutions.
- 3. List the pros and cons of each possible solution.
- 4. Choose a solution and use it.
- 5. Evaluate the results.
- 6. If the results are not satisfactory, choose and use another solution.



STEPS TO EFFECTIVE DECISION-MAKING

- 1. Identify the decision to be made.
- 2. Brainstorm possible choices.
- 3. List the possible outcomes.
- 4. Make a decision.
- 5. Look at the results and make a new decision if possible or necessary.

ROLE-PLAY SITUATIONS

Roles: Student & Teacher

Situation: The student asks to use the bathroom.

Roles: Student & Teacher

Situation: The student wants to be excused from homework because the family is going on

vacation.

Roles: Two Students

Situation: One student wants the other's answers to last night's homework assignment. The students are friends, though, so the refusal must be done so that they can remain friends.

Roles: Two Students

Situation: One student is at his or her best friend's house after school. The parents are still at work. The friend goes to the refrigerator, takes out a beer, and opens it. The friend offers the student some of the beer.

Roles: Parent & Child

Situation: The parent wants the child to go on an errand, but the child doesn't want to. The reason for refusing may be that the child is legitimately busy or simply that he or she doesn't want to go.

Roles: Parent & Child Situation: Parent & Child

Situation: The child wants to spend the night at a friend's house, but the parent refuses.

Roles: Two Students

Situation: One student is loaded down with work. His or her best friend asks the student to help him or her shop for clothes.

Roles: Parent & Child

Situation: The parent asks the child to help by staying home and babysitting for a younger sibling. The child wants to go out with friends, though, and he doesn't want to babysit.

Roles: Two Students

Situation: Two students are walking home from school when one of the students offers the other a cigarette.